

## Computer Architecture Exam Solutions

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This book titled "Basic Computer Knowledge Multiple Choice Questions and Answers (MCQs): Quizzes & Practice Tests with Answer Key" covers mock tests for competitive exams. This book can help to learn and practice Basic Computer Knowledge Quizzes as a quick study guide for placement test preparation. "Basic Computer Knowledge MCQs" will help with theoretical, conceptual, and analytical study for self-assessment, career tests. "Basic Computer Knowledge Multiple Choice Questions and Answers (MCQs)" pdf is a revision guide with a collection of trivia questions to fun quiz questions and answers pdf on topics: application software, applications of computers, basics of information technology, computer architecture, computer networks, data communication, data protection and copyrights, data storage, displaying and printing data, interacting with computer, internet fundamentals, internet technology, introduction to computer systems, operating systems, processing data, spreadsheet programs, windows operating system, word processing to enhance

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The chapter “Application Software MCQs” covers topics of application software, presentation basics, presentation programs, presentation slides, word processing elements, and word processing programs. The chapter “Applications of Computers MCQs” covers topics of computer applications, and uses of computers. The chapter “Basics of Information Technology MCQs” covers topics of introduction to information technology, IT revolution, cathode ray tube, character recognition devices, computer memory, computer mouse, computer plotters, computer printers, computer system software, memory devices, information system development, information types, input devices of computer, microphone, output devices, PC hardware and software, random access memory ram, read and write operations, Read Only Memory (ROM), Sequential Access Memory (SAM), static and dynamic memory devices, system software, video camera, and scanner. The chapter “Computer Architecture MCQs” covers topics of introduction to computer architecture, errors in architectures, arithmetic logic unit, bus networks, bus topology, central processing unit, computer languages, input output unit, main memory, memory instructions, motherboard, peripherals devices, Random Access Memory (RAM), Read Only Memory (ROM), and types of registers in computer. The chapter “Computer Networks MCQs” covers topics of introduction to computer networks, LAN and WAN networks, network and internet protocols, network needs, network topologies, bus topology, ring topology, star topology, dedicated server network, ISO and OSI models, networking software, and peer to peer network. The chapter “Data Communication MCQs” covers topics of introduction to data communication, data communication media, asynchronous and synchronous transmission, communication speed, modulation in networking, and transmission modes. The chapter “Data Protection and Copyrights MCQs” covers topics of computer viruses, viruses, anti-virus issues, data backup, data

security, hackers, software and copyright laws, video camera, and scanner. The chapter “Data Storage MCQs” covers topics of measuring of data, storage device types, storage devices basics, measuring and improving drive performance, and storage devices files. The chapter “Displaying and Printing Data MCQs” covers topics of computer printing, computer monitor, data projector, and monitor pixels. The chapter “Interacting with Computer MCQs” covers topics of computer hardware, computer keyboard, audiovisual input devices, optical character recognition devices, optical input devices, and optical input devices examples. The chapter “Internet Fundamentals MCQs” covers topics of introduction to internet, internet protocols, internet addresses, network of networks, computer basics, e-mail, and World Wide Web (WWW). The chapter “Internet Technology MCQs” covers topics of history of internet, internet programs, network and internet protocols, network of networks, File Transfer Protocol (FTP), online services, searching web, sponsored versus non-sponsored links, using a metasearch engine, using Boolean operators in your searches, using e-mail, web based e-mail services, and World Wide Web (WWW). The chapter “Introduction to Computer Systems MCQs” covers topics of parts of computer system, computer data, computer for individual users, computer hardware, computer software and human life, computers and uses, computers in society, desktop computer, handheld pcs, mainframe computers, minicomputers, network servers, notebook computers, smart phones, storage devices and functions, supercomputers, tablet PCs, and workstations. The chapter “Operating Systems MCQs” covers topics of operating system basics, operating system processes, operating system structure, Linux operating system, operating system errors, backup utilities, different types of windows, Disk Operating System (DOS), DOS commands, DOS history, user interface commands, user interface concepts, user interfaces, and windows XP. The chapter “Processing Data MCQs” covers topics of microcomputer processor, microcomputer processor types, binary coded decimal, computer buses, computer memory, hexadecimal number system, machine cycle, number systems, octal number system, standard computer ports, text codes, and types of registers in computer. The chapter “Spreadsheet Programs MCQs” covers topics of spreadsheet programs basics, spreadsheet program cells, spreadsheet program functions, and spreadsheet program wizards. The chapter “Windows Operating System MCQs” covers topics of windows operating system, features of windows, window desktop basics, window desktop elements, window desktop types. The chapter “Word Processing MCQs” covers topics of word processing basics, word processing commands, word processing fonts, and word processing menu.

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- Each section is further divided into chapters which contains theory explaining the concepts involved followed by MCQ exercises.
- The book provides the past 2014 & 2015 Solved Questions.
- The detailed solutions to all the questions are provided at the end of each chapter.

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Computer Architecture/Software Engineering

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MCQs Memory Hierarchy Design Practice Test: 37 MCQs Networks, Storage and Peripherals Practice Test: 20 MCQs Pipelining in Computer Architecture Practice Test: 56 MCQs Pipelining Performance Practice Test: 15 MCQs Processor Datapath and Control Practice Test: 21 MCQs Quantitative Design and Analysis Practice Test: 49 MCQs Request Level and Data Level Parallelism Practice Test: 32 MCQs Storage Systems Practice Test: 43 MCQs Thread Level Parallelism Practice Test: 37 MCQs Computer architecture interview questions and answers on 32 bits MIPS addressing, addition and subtraction, advanced branch prediction, advanced techniques and speculation, architectural design vectors, architecture and networks, arrays and pointers, basic cache optimization methods, basic compiler techniques, cache optimization techniques, cache performance optimizations, caches and cache types, caches performance, case study: sanyo vpc-sx500 camera. Computer architecture test questions and answers on cloud computing, compiler optimization, computer architecture, computer architecture: memory hierarchy, computer code, computer hardware operands, computer hardware operations, computer hardware procedures, computer instructions and languages, computer instructions representations, computer networking, computer organization, computer systems: virtual memory, computer types, cost trends and analysis. Computer architecture exam questions and answers on CPU performance, datapath design, dependability, design of memory hierarchies, designing and evaluating an i/o system, disk storage and dependability, distributed shared memory and coherence, division calculations, dynamic scheduling algorithm, dynamic scheduling and data hazards, embedded multiprocessors, encoding an instruction set, exceptions, exploiting ilp using multiple issue, fallacies and pitfalls, floating point, google warehouse scale, GPU architecture issues. Computer architecture objective questions and answers on GPU computing, graphics processing units, hardware based speculation, how virtual memory works, i/o performance. Do you want to learn the skills needed to be successful in a Cloud Architect Role? Do you want to learn information, tips, and general advice about how to prepare for the exam? If You Answered "Yes" To Any of The Above, Look No Further. This is the book for you! Hello! Welcome to "GOOGLE PROFESSIONAL CLOUD ARCHITECT". Google Cloud Platform is one of the leading cloud service suites and offers solutions for storage, analytics, big data, machine learning, and application development. It features an array of services that can help organizations to get the best out of their infrastructure. This comprehensive guide covers a variety of topics specific to Google's Professional Cloud Architect official exam syllabus. It guides you in using the right methods for effective use of Google Cloud services. This book provides the skills you need to advance your career as a professional cloud architect and supports your preparation for the industry-recognized Google Cloud Professional Cloud Architect certification. This book not only helps you in clearing the exam and achieve the Industry's most sought certification but also helps you in understanding the concepts and develop a good understanding of Google Cloud. The Google Cloud Architect exam acknowledges that you have a working knowledge of all of the core Google Cloud services and how to architect and design solutions on Google Cloud. If you are a cloud architect, cloud engineer, administrator, or any IT professional who wants to learn how to implement Google Cloud services in your organization and become a Certified Professional Cloud Architect, this book is for you. Here's what makes this book special: Google Certified Professional Architect Overview Architecting with Google Computer Engine Preparation

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-----6 Processes	
-----8 Process Control	
Block-----10 Process Scheduling	
Queues-----12 Process	
Synchronization-----15 Process	
Creation-----17 Inter Process	
Communication-----19 Remote Procedure	
Calls-----21 Process	
Structures-----23 CPU	
Scheduling-----26 CPU Scheduling	
Benefits-----28 CPU Scheduling Algorithms I	
-----31 CPU Scheduling Algorithms II	
-----34 Critical Section (CS) Problem and Solutions-	
-----37 Semaphores I	-----39 Semaphores
II -----43 The Classic Synchronization	
Problems-----46	
Monitors-----49 Atomic	
Transactions-----51 Deadlock	
-----54 Deadlock	

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Prevention-----	56	Deadlock Avoidance		
-----	59	Deadlock Detection		
-----	63	Deadlock		
Recovery-----	65	Memory Management –Swapping Processes I		
-----	67	Memory Management – Swapping Processes II -----	70	Memory
Management -----	73	Memory Allocation I		
-----	75	Memory Allocation II		
-----	78	Paging – I		
-----	80	Paging – II		
-----	83			
Segmentation-----	86	I/O System – Application I/O Interface – I		
-----	89	I/O System – Application I/O Interface – II -----	92	I/O System
– Kernel I/O Subsystems -----	95	RTOS		
-----	97	Implementing RT Operating Systems		
-----	99	Implementing RT Operating Systems -----	101	Real
Time CPU Scheduling – I -----	103	Real Time CPU Scheduling – II		
-----	106	Multimedia Systems -----	108	
Multimedia System – Compression – I -----	110	Multimedia System – Compression –		
II-----	113	Multimedia System – Compression – III-----	115	CPU
and Disk Scheduling -----	117	Network Management		
-----	119	Security – User Authentication		
-----	122	Security – Program and System Threats-----	125	
Security – Securing Systems and Facilities -----	129	Security – Intrusion Detection		
-----	132	Security – Cryptography -----	135	
Secondary Storage -----	137	Linux		
-----	139	Threads		
-----	141	User and Kernel Threads		
-----	143	Multi Threading Models		
-----	146	The Fork and exec System Calls		
-----	148	Thread Cancellation -----	150	
Signal Handling -----	152	Thread Pools		



-----155 Virtual Memory  
-----157 Virtual Memory – Demand Paging  
-----159 Page Replacement Algorithms – I-----162  
Page Replacement Algorithms – II-----165 Allocation of Frames  
-----168 Virtual Memory – Thrashing  
-----171 File System Concepts  
-----174 File System  
Implementation-----176 File System Interface Access Methods –  
I-----178 File System Interface Access Methods – II-----180 File  
System Interface Directory Structure – I-----182 File System Interface Directory Structure –  
II-----185 File System Interface Mounting and Sharing -----188 File System  
Interface Protection -----191 File System ImplementationAllocation Methods –  
I-----194 File System Implementation–Allocation Methods – II-----197 File System  
Implementation–Allocation Methods – III-----200 File System Implementation – Performance -  
-----203 File System Implementation – Recovery -----205 File System  
Implementation – Network File System –I-----207 File System Implementation – Network File System  
–II----- 209 I/O Subsystem -----211 Disk Scheduling –  
I-----213 Disk Scheduling –  
II-----215 Disk Management  
-----218 Swap Space Management  
-----220 RAID Structure –  
I-----223 RAID Structure –  
II-----226 Tertiary Storage  
-----229 Protection – Access Matrix  
-----231 Protection Concepts  
-----235 Security  
-----237 Memory Protection  
-----239 Protection – Revocation of Access Rights  
-----242 Distributed Operating System -----245 Types &  
Resource Sharing - -----247 D-OS Network Structure & Topology -  
-----250 Robustness of Distributed Systems -----252

Distributed File System – I-----	254
Distributed File System – II-----	256
Distributed File System – III-----	258
Distributed Coordination-----	260
Distributed Synchronization-----	263

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